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The History Behind Game of Thrones - David C. Weinczok 2019-02-18

A wall in the distant north cuts the world in two. Ruthless sea-born warriors raid the coasts from their war galleys, yearning to regain lost glories. A young nobleman and his kin are slaughtered under a banner of truce within a mighty castle. A warrior king becomes a legend when he smites his foe with one swing of his axe during a nation-forging battle. Yet this isn't Westeros – it's Scotland. Game of Thrones is history re-imagined as fantasy; *The History Behind Game of Thrones: The North Remembers* turns the tables, using George R. R. Martin's extraordinary fictional universe as a way to understand the driving forces and defining moments from Scotland's story. Why were castles so important? Was there a limit to the powers a medieval king could use – or abuse? What was the reality of being under siege? Was there really anything that can compare to the destructive force of dragons? By joining forces, Westeros and Scotland hold the answers. Writer and presenter David C. Weinczok draws on a vast array of characters, events, places, and themes from Scottish history that echo Game of Thrones at every dramatic turn. Visit the castle where the real Red Wedding transpired, encounter the fearsome historical tribes beyond Rome's great wall, learn how a blood-red heart became the most feared sigil in Scotland, and much more. By journey's end, the cogs in the wheels of Martin's world and Scottish history will be laid bare, as well as the stories of those who tried to shape – and sometimes even break – them.

Envisioning Legality - Timothy Peters 2017-11-30

Envisioning Legality: Law, Culture and Representation is a path-breaking collection of some of the world's leading cultural legal scholars addressing issues of law, representation and the image. Law is constituted in and through the representations that hold us in their thrall, and this book focuses on the ways in which cultural legal representations not only reflect or contribute to an understanding of law, but constitute the very fabric of legality itself. As such, each of these 'readings' of cultural texts takes seriously the cultural as a mode of envisioning, constituting and critiquing the law. And the theoretically sophisticated approaches utilised here encompass more than simply an engagement with 'harmless entertainment'. Rather they enact and undertake specific political and critical engagements with timely issues, such as: the redressing of past wrongs, recognising and combatting structural injustices, and orienting our political communities in relation to uncertain futures. *Envisioning Legality* thereby presents a cultural legal studies that provides the means for engaging in robust, sustained and in-depth encounters with the nature and role of law in a global, mediated world.

The New Female Antihero - Sarah Hagelin 2022-02-10

The last ten years have seen a shift in television storytelling toward increasingly complex storylines and characters. In this study, Hagelin and Silverman zoom in on a key figure in this transformation: the archetype of the female antihero. Across genres, these female protagonists eschew the part of good girl or role model in their rejection of social responsibility

Television Antiheroines - Milly Buonanno 2017-03-01

With a foreword by Diane Negra and Jorie Lagerway As television has finally started to create more leading roles for women, the female antiheroine has emerged as a compelling and dynamic character type. *Television Antiheroines* looks closely at this recent development, exploring the emergence of women characters in roles typically reserved for men,

particularly in the male-dominated genre of the crime and prison drama. The essays collected in *Television Antiheroines* are divided into four sections or types of characters: mafia women, drug dealers and aberrant mothers, women in prison, and villainesses. Looking specifically at shows such as *Gomorrah*, *Mafiosa*, *The Wire*, *The Sopranos*, *Sons of Anarchy*, *Orange is the New Black*, and *Antimafia Squad*, the contributors explore the role of race and sexuality and focus on how many of the characters transgress traditional ideas about femininity and female identity, such as motherhood. They examine the ways in which bad women are portrayed and how these characters undermine gender expectations and reveal the current challenges by women to social and economic norms. *Television Antiheroines* will be essential reading for anyone with a serious interest in crime and prison drama and the rising prominence of women in nontraditional roles.

"A Hero Will Endure": Essays at the Twentieth Anniversary of 'Gladiator' - Rachel L. Carazo 2023-05-16

This volume adds to previous historical and political studies about 'Gladiator' with essays about the movie's relation to pop culture and contemporary discourses. It not only relates 'Gladiator' to traditional cinema aspects such as heroism, music, acting, studio culture, and visual effects, but it also connects the film to sports, religion, and the environment, expanding the ways in which the film can be evaluated by modern audiences. The volume can be read by individuals or in classroom settings, especially as a recommended text for students studying the ancient world in film.

e-Pedia: Game of Thrones (season 6) - Wikipedia Contributors 2017-02-22

This carefully crafted ebook is formatted for your eReader with a functional and detailed table of contents. The sixth season of the fantasy drama television series *Game of Thrones* premiered on HBO on April 24, 2016, and concluded on June 26, 2016. It consists of ten episodes, each of approximately 50–60 minutes, largely of original content not found in George R. R. Martin's *A Song of Ice and Fire* series. Some material is adapted from the upcoming sixth novel *The Winds of Winter* and the fourth and fifth novels, *A Feast for Crows* and *A Dance with Dragons*. The series was adapted for television by David Benioff and D. B. Weiss. HBO ordered the season on April 8, 2014, together with the fifth season, which began filming in July 2015 primarily in Northern Ireland, Spain, Croatia, Iceland and Canada. Each episode cost over \$10 million. This book has been derived from Wikipedia: it contains the entire text of the title Wikipedia article + the entire text of all the 593 related (linked) Wikipedia articles to the title article. This book does not contain illustrations. e-Pedia (an imprint of e-artnow) charges for the convenience service of formatting these e-books for your eReader. We donate a part of our net income after taxes to the Wikimedia Foundation from the sales of all books based on Wikipedia content.

Shakespeare and Game of Thrones - Jeffrey R. Wilson 2020-11-29

It is widely acknowledged that the hit franchise *Game of Thrones* is based on the Wars of the Roses, a bloody fifteenth-century civil war between feuding English families. In this book, Jeffrey R. Wilson shows how that connection was mediated by Shakespeare, and how a knowledge of the Shakespearean context enriches our understanding of the literary elements of *Game of Thrones*. On the one hand, Shakespeare influenced *Game of Thrones* indirectly because his history plays significantly shaped the way the Wars of the Roses are now remembered, including the modern histories and historical

fictions George R.R. Martin drew upon. On the other, Game of Thrones also responds to Shakespeare's first tetralogy directly by adapting several of its literary strategies (such as shifting perspectives, mixed genres, and metatheater) and tropes (including the stigmatized protagonist and the prince who was promised). Presenting new interviews with the Game of Thrones cast, and comparing contextual circumstances of composition—such as collaborative authorship and political currents—this book also lodges a series of provocations about writing and acting for the stage in the Elizabethan age and for the screen in the twenty-first century. An essential read for fans of the franchise, as well as students and academics looking at Shakespeare and Renaissance literature in the context of modern media.

Game of Thrones - A View from the Humanities Vol. 2 - Alfonso Álvarez-Ossorio 2023-01-27

This book focuses on the characters that populate the Game of Thrones universe and on one of the most salient features of their interaction: violence and warfare. It analyses these questions from a multidisciplinary perspective that is chiefly based on Classical Studies. The book is divided into two sections. The first section explores Martin's characters as the mainstay of both the novels and the TV series, since the author has peopled his universe with three-dimensional intriguing characters that resonate with the reader/audience. The second section is devoted to violence and warfare, both pervasive in the Game of Thrones universe. In particular, the TV series' depiction of violence is explicit, going beyond the limits that have seldom been traversed in primetime television i.e. the execution of Ned Stark, the "Red Wedding" and "Battle of the Bastards". In the Game of Thrones universe, violence is not only restricted to warfare but is an everyday occurrence, a result of the social and gender inequalities characterising the world created by Martin.

Gendering Modern Jewish Thought - Andrea Dara Cooper 2021-11-02

The idea of brotherhood has been an important philosophical concept for understanding community, equality, and justice. In *Gendering Modern Jewish Thought*, Andrea Dara Cooper offers a gendered reading that challenges the key figures of the all-male fraternity of twentieth-century Jewish philosophy to open up to the feminine. Cooper offers a feminist lens, which when applied to thinkers such as Franz Rosenzweig and Emmanuel Levinas, reveals new ways of illuminating questions of relational ethics, embodiment, politics, and positionality. She shows that patriarchal kinship as models of erotic love, brotherhood, and paternity are not accidental in Jewish philosophy, but serve as norms that have excluded women and non-normative individuals. *Gendering Modern Jewish Thought* suggests these fraternal models do real damage and must be brought to account in more broadly humanistic frameworks. For Cooper, a more responsible and ethical reading of Jewish philosophy comes forward when it is opened to the voices of mothers, sisters, and daughters.

Studies in Medievalism XXX - Karl Fugelso 2021-04-16

Essays on the post-modern reception and interpretation of the Middle Ages, *How to Manage Your Agent* - Gervich Chad 2013-11-26

First published in 2013. Routledge is an imprint of Taylor & Francis, an informa company.

Substance / style - Sarah Cardwell 2022-04-26

An exciting new strand in The Television Series, the 'Moments in Television' collections celebrate the power and artistry of television, whilst interrogating key critical concepts in television scholarship. Each 'Moments' book is organised around a provocative binary theme. *Substance / style* offers fresh perspectives on television's essential qualities and aesthetic significance. It reassesses the synergy between substance and style, highlighting the potential for meaning to arise through their integration. The book's chosen programmes are persuasively illuminated in new ways. The book explores an eclectic range of TV fictions, dramatic and comedic. Contributors from diverse perspectives come together to expand and enrich the kind of close analysis most commonly found in television aesthetics. Sustained, detailed programme analyses are sensitively framed within historical, technological, institutional, cultural, creative and art-historical contexts.

All Men Must Die - Carolyne Larrington 2021-01-14

'All men must die': or 'Valar Morghulis', as the traditional Essos greeting is rendered in High Valyrian. And die they do – in prodigious numbers; in imaginatively varied and gruesome ways; and often in terror within the viciously unpredictable world that is HBO's sensational evocation of Game of Thrones. Epic in scope and in imaginative breadth, the stories that are brought to life tell of the dramatic rise and fall of nations, the brutal sweeping away of old orders and the advent of new autarchs in the eternal quest for dominion. Yet, as this book reveals, many potent and intimate narratives of love and passion can be found within these grand landscapes of heroism, honour and death. They focus on strong relationships between women and family, as well as among the anti-heroes, the 'cripples, bastards and broken things'. In this vital follow-up to *Winter Is Coming* (2015), acclaimed medievalist Carolyne Larrington explores themes of power, blood-kin, lust and sex in order to draw entirely fresh meanings out of the show of the century.

The Oxford Handbook of the Bible and American Popular Culture - Dan W. Clanton, Jr. 2020

"The study of the reciprocal relationship between the Bible and popular culture has blossomed in the past few decades, and the time seems ripe for a broadly-conceived work that assesses the current state of the field, offers examples of work in that field, and suggests directions for further study. This Handbook includes a wide range of topics organized under several broad themes, including biblical characters and themes in popular culture; the Bible in popular cultural genres; "lived" examples; and a concluding section in which we take stock of methodologies like Reception History and the impact of the field on teaching and publishing. These topics are all addressed by focusing on specific examples from film, television, comics, music, literature, video games, science fiction, material culture, museums, and theme parks, to name a few. This book represents a major contribution to the field by some of its leading practitioners, and will be a key resource for the future development of the study of Bible and American popular culture"--

Conscious Leadership - John Mackey 2020-09-15

A WALL STREET JOURNAL BESTSELLER! From Whole Foods CEO John Mackey and his coauthors, a follow-up to groundbreaking bestseller *Conscious Capitalism*—revealing what it takes to lead a purpose-driven, sustainable business. John Mackey started a movement when he founded Whole Foods, bringing natural, organic food to the masses and not only changing the market, but breaking the mold. Now, for the first time, *Conscious Leadership* closely explores the vision, virtues, and mindset that have informed Mackey's own leadership journey, providing a roadmap for innovative, value-based leadership—in business and in society. *Conscious Leadership* demystifies strategies that have helped Mackey shepherd Whole Foods through four decades of incredible growth and innovation, including its recent sale to Amazon. Each chapter will challenge you to rethink conventional business wisdom through anecdotes, case studies, profiles of conscious leaders, and innovative techniques for self-development, culminating in an empowering call to action for entrepreneurs and trailblazers—to step up as leaders who see beyond the bottom line.

Fictional television and American politics - Jack Holland 2019-07-19

This book explores the relationship between fictional television and American world politics in the period from 9/11 through to the presidency of Donald J. Trump. This period comprises a second golden age for fictional TV. The book therefore explores some of the best TV of all time across two decades of heightened political controversy.

Watching Game of Thrones - Martin Barker 2021-03-23

Game of Thrones was an international sensation, and has been looked at from many different angles. But to date there has been little research into its audiences: who they were, how they engaged with and responded to it. This book presents the findings of a major international research project that garnered more than 10,000 responses to an innovative 'qualiquantitative' questionnaire. Among its findings are: a new way of understanding the place and role of favourite characters in audiences' responses; new insights into the role of fantasy in encouraging thinking about our own world; and an account of two combined emotions – relish and anguish – which structure audiences' reactions to controversial elements in the series.

Memory and Medievalism in George RR Martin and Game of Thrones - Carolyne Larrington 2022-08-11

This book explores the connections between history and fantasy in George RR Martin's immensely popular book series 'A Song of Ice and Fire' and the international TV sensation HBO TV's Game of Thrones. Acknowledging the final season's foregrounding of the cultural centrality of history, truth and memory in the confrontation between Bran and the Night King, the volume takes full account of the TV show's conclusion in its multiple readings across from medieval history, its institutions and practices, as depicted in the books to the show's own particular medievalism. The topics under discussion include the treatment of the historical phenomena of chivalry, tournaments, dreams, models of education, and the supernatural, and the different ways in which these are mediated in Martin's books and the TV show. The collection also includes a new study of one of Martin's key sources, Maurice Druon's *Les Rois Maudits*, in-depth explorations of major characters in their medieval contexts, and provocative reflections on the show's controversial handling of gender and power politics. Written by an international team of medieval scholars, historians, literary and cultural experts, bringing their own unique perspectives to the multiple societies, belief-systems and customs of the 'Game of Thrones' universe, *Memory and Medievalism in George RR Martin and Game of Thrones* offers original and sparky insights into the world-building of books and show.

Inside HBO's Game of Thrones - Bryan Cogman 2012-09-26

An official companion to the popular tv-series offers new insights into its characters and storylines, providing hundreds of set photos, designs, and insider accounts as well as actor and crew interviews that describe memorable moments from the first two seasons

Inside HBO's Game of Thrones - C.A. Taylor 2014-11-11

Each episode of HBO's Game of Thrones draws millions of obsessed viewers who revel in the shocking plot twists, award-winning performances, and gorgeously rendered fantasy world. This official companion book reveals what it takes to translate George R. R. Martin's bestselling series into a wildly popular television series. With unprecedented scope and depth, it showcases hundreds of unpublished set photos, visual effects art, and production and costume designs, plus insights from key actors and crew members that capture the best scripted and unscripted moments from Seasons 3 and 4. Required reading for the die-hard fan, and the perfect way to catch up on the series before the much-anticipated Season 5 debuts, this special volume offers an exclusive window into cable's highest-rated show. ©2014 Home Box Office, Inc. All rights reserved. Game of Thrones and related trademarks are the property of Home Box Office, Inc.

Recasting the Disney Princess in an Era of New Media and Social Movements - Shearon Roberts 2020-03-20

In the late 2000s, the Walt Disney Company expanded, rebranded, and recast itself around “woke,” empowered entertainment. This new era revitalized its princess franchise, seeking to elevate its female characters into heroes who save the day. *Recasting the Disney Princess in an Era of New Media and Social Movements* analyzes the way that the Walt Disney Company has co-opted contemporary social discourse, incorporating how audiences interpret their world through new media and activism into the company's branding initiatives, programming, and films. The contributors in this collection study the company's most iconic franchise, the Disney princesses, to evaluate how the company has addressed the patriarchy its own legacy cemented. *Recasting the Disney Princess* outlines how the current Disney era reflects changes in a global society where audiences are empowered by new media and social justice movements.

Neomedievalism, Popular Culture, and the Academy - KellyAnn Fitzpatrick 2019

The medieval in the modern world is here explored in a variety of media, from film and book to gaming.

Win or Die - Bruce Craven 2019-03-19

“When it comes to the most-anticipated business books of 2019, *Win or Die: Leadership Secrets From Game of Thrones* is the one to beat.”—Inc. A guide to leading without losing your head, inspired by the bestselling books and

smash television series Game of Thrones. “When you play the game of thrones, you win or you die. There is no middle ground.” —Cersei Lannister One of the great joys of Game of Thrones is strategizing what bold moves you'd make in this bloody, volatile world—from the comfort of your living room. And one of the great terrors of being a leader is knowing your real world can be just as brutal—and offices bring no comfort. Every day you're presented with opportunities and challenges, and must decide which roads to follow, which risks to confront, when to deny an opportunity and when to pursue the call to adventure. And you won't know whether you'll profit or fail while you're in the thick of it. In *Win or Die: Leadership Secrets from Game of Thrones*, Bruce Craven brilliantly analyzes the journeys of the best and worst leaders in Westeros, so that leaders can create their own narratives of success. Craven considers beloved characters such as Ned Stark, Jon Snow, Daenerys Targaryen, and Tyrion Lannister as they make terrible decisions and fatal mistakes, but also achieve incredible victories and surprising successes, learning and growing along their (often bloody) ways. Readers will learn how to face conflict and build resilience, develop contextual and emotional intelligence, develop their vision, and more. This entertaining and accessible guide will show readers how to turn danger into opportunity, even when dragons threaten.

Winning Westeros - Max Brooks 2019-09

Set in the fictitious world of Westeros, the hit television series Game of Thrones chronicles the bitter and violent struggle between the realm's noble dynasties for control of the Seven Kingdoms. But this beloved fantasy drama has just as much to say about the successful strategies and real-life warfare waged in our own time and place. *Winning Westeros* brings together more than thirty of today's top military and strategic experts, including generals and admirals, policy advisors, counterinsurgency tacticians, science fiction and fantasy writers, and ground-level military officers, to explain the strategy and art of war by way of the Game of Thrones saga. Each chapter of *Winning Westeros* provides a relatable, outside-the-box way to simplify and clarify the complexities of modern military conflict. A chapter on the doomed butcher's boy whom Arya Stark befriends by World War Z author Max Brooks poignantly reminds us of the cruel fate that civilians face during times of war. Another chapter on Jaqen H'ghar and the faceless men of Bravos explores the pivotal roles that stealth and intelligence play in battle. Whether considering the diplomatic prowess of Tyrion Lannister, the defiant leadership style of Daenerys Targaryen, the Battle of the Bastards and the importance of reserves, Brienne of Tarth and the increased role of women in combat, or dragons as weapons of mass destruction, *Winning Westeros* gives fans of Game of Thrones and aspiring military minds alike an inspiring and entertaining means of understanding the many facets of modern warfare. It is a book as captivating and enthralling as Game of Thrones itself.

Queenship and the Women of Westeros - Zita Eva Rohr 2019-11-07

Is the world of George R. R. Martin's *A Song of Ice and Fire* and HBO's Game of Thrones really medieval? How accurately does it reflect the real Middle Ages? Historians have been addressing these questions since the book and television series exploded into a cultural phenomenon. For scholars of medieval and early modern women, they offer a unique vantage point from which to study the intersections of elite women and popular understandings of the premodern world. This volume is a wide-ranging study of those intersections. Focusing on female agency and the role of advice, it finds a wealth of continuities and contrasts between the many powerful female characters of Martin's fantasy world and the strategies that historical women used to exert influence. Reading characters such as Daenerys Targaryen, Cersei Lannister, and Brienne of Tarth with a creative, deeply scholarly eye, *Queenship and the Women of Westeros* makes cutting-edge developments in queenship studies accessible to everyday readers and fans.

Power and Subversion in Game of Thrones - A. Keith Kelly 2022-09-27

This collection of essays examines the structures of power and the ways in which power is exercised and felt in the fantasy world of Game of Thrones. It considers how the expectations of viewers, particularly within the genre of epic fantasy, are subverted across the full 8 seasons of the series. The assembled team of international scholars, representing a variety of disciplines,

addresses such topics as the power of speech and magic; the role of nationality and politics; disability, race and gender; and the ways in which each reinforces or subverts power in Westeros and Essos.

One Size Does Not Fit All - K. Megan Hopper 2022

This book explores how popular culture texts represent and focus on the body and how this focus exacerbates the potential for these representations to serve as a crucial social influence on audiences. Contributors examine a diverse set of bodies across the media spectrum and open the door for further research in this area.

Women of Ice and Fire - Anne Gjelsvik 2016-04-07

George R.R. Martin's acclaimed seven-book fantasy series *A Song of Ice and Fire* is unique for its strong and multi-faceted female protagonists, from teen queen Daenerys, scheming Queen Cersei, child avenger Arya, knight Brienne, Red Witch Melisandre, and many more. The *Game of Thrones* universe challenges, exploits, yet also changes how we think of women and gender, not only in fantasy, but in Western culture in general. Divided into three sections addressing questions of adaptation from novel to television, female characters, and politics and female audience engagement within the GoT universe, the interdisciplinary and international lineup of contributors analyze gender in relation to female characters and topics such as genre, sex, violence, adaptation, as well as fan reviews. The genre of fantasy was once considered a primarily male territory with male heroes. *Women of Ice and Fire* shows how the GoT universe challenges, exploits, and reimagines gender and why it holds strong appeal to female readers, audiences, and online participants.

Fire and Snow - Marc DiPaolo 2018-08-01

A broad examination of climate fantasy and science fiction, from *The Lord of the Rings* and the *Narnia* series to *The Handmaid's Tale* and *Game of Thrones*. Fellow Inklings J. R. R. Tolkien and C. S. Lewis may have belonged to different branches of Christianity, but they both made use of a faith-based environmentalist ethic to counter the mid-twentieth-century's triple threats of fascism, utilitarianism, and industrial capitalism. In *Fire and Snow*, Marc DiPaolo explores how the apocalyptic fantasy tropes and Christian environmental ethics of the *Middle-earth* and *Narnia* sagas have been adapted by a variety of recent writers and filmmakers of climate fiction, a growing literary and cinematic genre that grapples with the real-world concerns of climate change, endless wars, and fascism, as well as the role religion plays in easing or escalating these apocalyptic-level crises. Among the many other well-known climate fiction narratives examined in these pages are *Game of Thrones*, *The Hunger Games*, *The Handmaid's Tale*, *Mad Max*, and *Doctor Who*. Although the authors of these works stake out ideological territory that differs from Tolkien's and Lewis's, DiPaolo argues that they nevertheless mirror their predecessors' ecological concerns. The Christians, Jews, atheists, and agnostics who penned these works agree that we all need to put aside our cultural differences and transcend our personal, socioeconomic circumstances to work together to save the environment. Taken together, these works of climate fiction model various ways in which a deep ecological solidarity might be achieved across a broad ideological and cultural spectrum. This book is remarkably diverse in its literary, cinematic, journalistic, and graphics-media sources, and the writing is equally authoritative in all these domains. DiPaolo's prose moves deftly from a work of fiction to its film avatar, to the political and societal realities they address, and back again into other cultural manifestations and then into and out of the deep theory of climate fiction, literary scholarship, ecofeminism, religious tradition, and authorial biographies. It contributes considerably to all of these fields, and is indispensable for climate and environmental literature classes. It's also a must-have for general readers of the genre. Jonathan Evans, coauthor of *Ents, Elves, and Eriador: The Environmental Vision of J. R. R. Tolkien* I like it. No, I love it. This book is both broad and deep, and yet it remains both very readable and constantly interesting. It's the sort of book that can only be written by someone who is a good reader of both books and culture. As I was reading it I thought, this is like being at a party and meeting someone brilliant and fun, and finding that I'm enjoying that person's company so much that I don't notice the time flying by. It's not often that a scholarly

book does that to me. David O'Hara, Augustana University

Game of Thrones versus History - Brian A. Pavlac 2017-03-09

Since it first aired in 2011, *Game of Thrones* galloped up the ratings to become the most watched show in HBO's history. It is no secret that creator George R.R. Martin was inspired by late 15th century Europe when writing *A Song of Ice and Fire*, the sprawling saga on which the show is based. Aside from the fantastical elements, *Game of Thrones* really does mirror historic events and bloody battles of medieval times—but how closely? *Game of Thrones versus History: Written in Blood* is a collection of thought-provoking essays by medieval historians who explore how the enormously popular HBO series and fantasy literature of George R. R. Martin are both informed by and differ significantly from real historical figures, events, beliefs, and practices of the medieval world. From a variety of perspectives, the authors delve into Martin's plots, characterizations, and settings, offering insights into whether his creations are historical possibilities or pure flights of fantasy. Topics include the Wars of the Roses, barbarian colonizers, sieges and the nature of medieval warfare, women and agency, slavery, celibate societies in Westeros, myths and legends of medieval Europe, and many more. While life was certainly not a game during the Middle Ages, *Game of Thrones versus History: Written in Blood* reveals how a surprising number of otherworldly elements of George R. R. Martin's fantasy are rooted deeply in the all-too-real world of medieval Europe. Find suggested readings, recommended links, and more from editor Brian Pavlac at gameofthronesversushistory.com.

Theories of Crime Through Popular Culture - Sarah E. Daly 2020-11-25

This textbook brings criminology theories to life through a wide range of popular works in film, television and video games including *13 Reasons Why*, *Game of Thrones*, *The Office*, and *Super Mario Bros*, from a variety of contributors. It serves as an engaging and creative introduction to both traditional and modern theories by applying them to more accessible, non-criminal justice settings. It helps students to think more broadly like critical criminologists and to identify these theories in everyday life and modern culture. It encourages them to continue their learning outside of the classroom and includes discussion questions following each chapter. The chapters use extracts from the original works and support the assertions with research and commentary. This textbook will help engage students in the basics of criminology theory from the outset.

The Cards - Patrick Maille 2021-03-19

Tarot cards have been around since the Renaissance and have become increasingly popular in recent years, often due to their prevalence in popular culture. While Tarot means many different things to many different people, the cards somehow strike universal chords that can resonate through popular culture in the contexts of art, television, movies, even comic books. The symbolism within the cards, and the cards as symbols themselves, make Tarot an excellent device for the media of popular culture in numerous ways. They make horror movies scarier. They make paintings more provocative. They provide illustrative structure to comics and can establish the traits of television characters. *The Cards: The Evolution and Power of Tarot* begins with an extensive review of the history of Tarot from its roots as a game to its supposed connection to ancient Egyptian magic, through its place in secret societies, and to its current use in meditation and psychology. This section ends with an examination of the people who make up today's tarot community. Then, specific areas of popular culture—art, television, movies, and comics—are each given a chapter in which to survey the use of Tarot. In this section, author Patrick Maille analyzes such works as *Deadpool*, *Books of Magic* by Neil Gaiman, *Disney's Haunted Mansion*, *Sherlock Holmes: Game of Shadows*, *The Andy Griffith Show*, *Buffy the Vampire Slayer*, and *King of the Hill*. The cards are evocative images in their own right, but the mystical fascination they inspire makes them a fantastic tool to be used in our favorite shows and stories.

Living with the Living Dead - Greg Garrett 2017-05-01

When humankind faces what it perceives as a threat to its very existence, a macabre thing happens in art, literature, and culture: corpses begin to stand up and walk around. The dead walked in the fourteenth century, when the Black Death and other catastrophes roiled Europe. They walked in images

from World War I, when a generation died horribly in the trenches. They walked in art inspired by the Holocaust and by the atomic attacks on Japan. Now, in the early twenty-first century, the dead walk in stories of the zombie apocalypse, some of the most ubiquitous narratives of post-9/11 Western culture. Zombies appear in popular movies and television shows, comics and graphic novels, fiction, games, art, and in material culture including pinball machines, zombie runs, and lottery tickets. The zombie apocalypse, Greg Garrett shows us, has become an archetypal narrative for the contemporary world, in part because zombies can stand in for any of a variety of global threats, from terrorism to Ebola, from economic uncertainty to ecological destruction. But this zombie narrative also brings us emotional and spiritual comfort. These apocalyptic stories, in which the world has been turned upside down and protagonists face the prospect of an imminent and grisly death, can also offer us wisdom about living in a community, present us with real-world ethical solutions, and invite us into conversation about the value and costs of survival. We may indeed be living with the living dead these days, but through the stories we consume and the games we play, we are paradoxically learning what it means to be fully alive.

Grandparents in a Digital Age - Laura Tropp 2018-11-23

This book examines the changing depictions of grandparent culture from “old” to “hip” through celebrity grandparents, new forms of communication between grandparents and grandchildren, emerging rituals in grandparenting, the marketing of grandparenting as a new life stage, and the impact of the commodification of grandparenting on our culture.

Experiencing Hektor - Lynn Kozak 2016-12-01

At the Iliad's climax, the great Trojan hero Hektor falls at the hands of Achilles. But who is Hektor? He has resonated with audiences as a tragic hero, great warrior, loyal husband and father, protector of a doomed city. Yet never has a major work sought to discover how these different aspects of Hektor's character accumulate over the course of the narrative to create the devastating effect of his death. This book documents the experience of Hektor through the Iliad's serial narrative. Drawing on diverse tools from narratology, to cognitive science, but with a special focus on film character, television poetics, and performance practice, it examines how the mechanics of serial narrative construct the character of Hektor. How do we experience Hektor as the performer makes his way through the epic? How does the juxtaposition of scenes in multiple storylines contribute to character? How does the narrative work to manipulate our emotional response? How does our relationship to Hektor change over the course of the performance? Lynn Kozak demonstrates this novel approach through a careful scene-by-scene breakdown and analysis of the Iliad, focusing especially on Hektor. In doing so, she challenges and destabilises popular and scholarly assumptions about both ancient epic and the Iliad's 'other' hero.

Woke Cinderella - Suzy Woltmann 2020-10-14

Glass slippers, a fairy godmother, a ball, a prince, an evil stepfamily, and a poor girl known for sitting amongst the ashes: incarnations of the "Cinderella" fairy tale have resonated throughout the ages. Hidden between the lines of this fairy tale exists a history of fantasy about agency, power, and empowerment. This book examines twenty-first-century “Cinderella” adaptations that envision the classic tale in the twenty-first century through the lens of wokeness by shifting rhetorical implications and self-reflexively granting different possibilities for protagonists. The contributors argue that the “Cinderella” archetype expands past traditional takes on the passive princess. From *Sex and the City* to *Game of Thrones*, from cyborg “Cinderellas” to *Inglorious Basterds*, contributors explore gender-bending and feminist adaptations, explorations of race and the body, and post-human and post-truth rewritings. The collection posits that contemporary “Cinderella” adaptations create a substantive cultural product that both inform and reflect a contemporary social zeitgeist.

The Forgotten Victims of Sexual Violence in Film, Television and New Media

- Stephanie Patrick 2022-05-09

This edited collection provides an intersectional and transnational exploration of representations of sexual violence and rape within films, television shows, and digital media in the contemporary context of the #MeToo and #TimesUp movements. Drawing upon sociology, gender studies, cultural studies, media studies, and Black feminist studies, chapters focus on women and texts at the margins of mainstream culture's depictions of sexual violence. The editors and contributors examine the dominant narrative of the thin, cisgender, heterosexual white female victim, and the ways in which social and cultural conversations around race and gender impact and are impacted by depictions of sexual violence in media. This book will be of interest to scholars and students in sociology, gender studies, and media studies, particularly those interested in the intersectionality of race and gender. Chapter 1 is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

Game of Thrones and the Theories of International Relations - Laura D. Young 2019-12-15

For eight seasons the hit HBO series *Game of Thrones* painted a picture of a fantasy world filled with images such as white walkers (the undead), a three-eyed raven, and dragons. All these elements set the series visually apart, far distant from our realities. And yet, after each episode and season, viewers were left pondering about the wars, political games, diplomacy, and human rights violations that somehow resonated with the world today. Laura D. Young and Nusta Carranza Ko's groundbreaking book provides the answers to these questions that international relations scholars, historians, and fans have been wanting to know. How does *Game of Thrones* mirror international politics and how may the series provide a useful tool for better understanding the theories, concepts, and thematic issues in international relations? *Game of Thrones and the Theories of International Relations* connects the prominent international relations theories—realism, liberalism, constructivism, and critical identity theories—to the series, providing examples from various characters whose actions reflect applied scenarios of decision-making and strategizing.

Collection Editions: Game of Thrones - Damien Buckland 2014-11-25

- THE LANDS OF WESTEROS - THE HISTORY OF WESTEROS - AGES - CHARACTER BIOS - THE GREAT HOUSES - INDEPENDENTS AND PEOPLES OF WESTEROS - THE STORIES BEHIND 'THE BROTHERS WITHOUT BANNERS', 'THE KINGSGUARD', AND DOZENS MORE - CUSTOMS & LAWS OF THE SEVEN KINGDOMS - THE SMALL COUNCIL - FAITH OF WESTEROS - DETAILED GUIDES TO EVERY EPISODE - ACTOR BIOGRAPHIES - STORIES OF THE GREAT BATTLES - DIREWOLVES - WEAPONS OF WESTEROS - GREAT SWORDS - COSTUMES - MAPS AND LOCATIONS With more than 320 individual chapters and guides, *Collection Editions: A Game of Thrones* is by far the largest, most detailed, and comprehensive guide to the show yet, giving the reader unparalleled access and information on every detail of the series. A must have for every fan of the show.

Television's Outlander - Mary Ellen Snodgrass 2021-05-11

Over its five seasons on the air, the televised series *Outlander* has combined romance, adventure, history, and time travel into a classic saga of love, war, and the ties that bind family together. After surviving the 1746 uprising of the Scottish Highlanders, the intrigue-ridden Paris of Charles Stuart, and a sea voyage across the Caribbean, Claire and Jamie Fraser finally settle in the mountains of North Carolina. There, they build a community of immigrant farmers who continue to struggle for justice, democracy, and independence from British colonialism. This companion volume offers detailed information on more than 125 topics including characters, themes, places, events, actors, herbalism, and historical chronology. For fans and scholars alike, it separates fact from fiction and aids in understanding the effects of the 1746 Jacobite uprising on the formation of the United States.